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Subject: Re: ACK

Posted by [Aircraftkiller](#) on Wed, 27 Mar 2013 01:03:13 GMT

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I don't think you realize how complex Fjords is. There's three levels to it.

1) The main terrain

2) The sky

3) The underground caves, GDI sewer system, and basements of GDI/Nod buildings

I went back and opened up the Max file for the vis sectors, and I don't want to touch it. It's too messy and complicated to bother with. While it might help reduce framerate problems on the map, I'm quite honestly not interested in dedicating a month of my life toward it. Especially when I get the inevitable whining that comes with "Hurrduurr y i see tre disapear lOl dis m4p sux0r"

If you want to run the vis work, I'll gladly send the files over to you to work with. Otherwise, no, it's not happening for this map - not for a long time, if ever.

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